

1. Write a function named **give_raise()** with two arguments: a salary amount and a raise percentage. The function calculates the person's new salary. Use the function in a program.
2. Write a function **integer_power(base, exponent)** that returns the value of $\text{base}^{\text{exponent}}$. Write a program to use this function.
3. Write a function **multiple** that determines for a pair of integers whether one is a multiple of the other. The function should take two integer arguments and return 1 (true) if one is a multiple of the other, and 0 (false) otherwise. Use this function in a program that inputs a pair of integers.
4. Write a program that inputs a series of integers and passes them one at a time to function **even** which uses the modulus operator to determine if an integer is even. This function should take an integer argument and return 1 if the integer is even and 0 otherwise.
5. Write a function **quality_points** that inputs a student's grade average and returns 4 if the student's average is 90-100, 3 if the average is 80-89, 2 if the average is 70-79, 1 if the average is 60-69 and 0 if the average is lower than 60. Use this function in a program.
6. Write a program that simulates coin tossing. For each toss of the coin the program should print **Heads** or **Tails**. Let the program toss the coin 100 times and count the number of times each side of the coin appears. Print the results. The program should call a separate function **flip** that takes no arguments and returns 0 for tails and 1 for heads.
7. Write a program that will help an elementary school student learn multiplication. Use **rand()** function to produce two positive one-digit integers. It should then type a question such as:

How much is 6 times 7?

The student types the answer. If the answer is wrong, print "No. Please try again." And then let the student try the same question again repeatedly until the student finally gets it right.